

ABSTRACT

Systems and methods are provided wherein a reconfiguration rule is not indicated to a player during at least a portion of game play. According to one embodiment, a game board having a plurality of game icons is displayed to a player, and it is arranged for the player to make a series of game moves. In particular, each game move comprises: (i) receiving a player input, (ii) removing at least one game icon from the game board based on the player input, and (iii) reconfiguring the game board according to one of a plurality of reconfiguration rules. Moreover, a reconfiguration rule to be applied during a game move is not indicated to the player during at least a portion of the game play.